

# MilAtari Limited Edition

Vol. VIII, No. VI  
June 1989

## This Month:

### General Meeting

Sat., June 24th 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

### Exec Board Meeting

Sun., June 25th, 7:30pm  
Pepino's, 9909 W. Appleton

## Next Month:

### General Meeting

Sat., July 15th, 12:00 Noon  
Greenfield Park Lutheran Church  
1236 S. 115th St., West Allis

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Michelle Gross

## From The President

For those of you who were not able to make the May meeting, you missed a good one! On behalf of the entire club, I'd like to thank Terry Kraus of Micro Magic who took time out of his very busy schedule to speak to us about the proper care of our equipment. I just want to remind you 8-bitters that Terry does still strongly support the 8-bit line, so be sure to stop out and see him soon. I think you will be pleasantly surprised by his inventory, pricing, and friendly service.

After about a month of being in office, I've gotten to know your elected officers a little better, and I can assure you that these individuals are committed to the membership 100%. Where other clubs suffer from burn out, we have people like Dale Phillips who has been our Cashier for about four years, and instead of burning out, he has taken on about the most demanding job in this club; that of Treasurer. He has also brought with him an enthusiastic attitude, and is committed to maintain the same degree of accuracy and professionalism in his new position as our prior Treasurer, Carl Verbanac.

However, Dale isn't the exception, but more like the rule of the type of people you have elected. Bruce Rahlf left his position as Publications Librarian for the 8-bit VP position, and watch him closely 8-bitters, as he is full of good ideas and plans for the 8-bit members.

Tom Bardenwerper is another elected officer who has been an active member for a few years. He too is bringing a new enthusiasm to his position as he has demonstrated by his pledge to bring information to the members in his newly formed program to do just that.

Last but not least, Doug Raeburn who you all know by his intense involvement as Secretary, prior SIG leader and Workshop instructor, is still smiling despite all the work I've piled on him in the past month. I think you get the idea, so on with the report!

I am pleased to relay that two people did step forward to fill the positions of Publications Librarian and Editor, Everett Rantanen and Demetri Stamatiou. My personal thanks to both of you for volunteering your time and services. Let's be sure to show our support to Demetri, our new Editor, by submitting articles regularly. His first issue will be the July newsletter, so watch for it. As always articles can be uploaded to the board in the Newsletter room, in Word Writer or ASCII format only please.

My last item is that we did get word from Atari that they will provide the necessary equipment for us to enter GENCON again this year, and your Executive Board has voted to participate, which means we are looking for volunteers to work the show. GENCON will run August 10 through the 13th. Anyone interested please contact me by phone, on the BBS, or in person at this month's meeting. GENCON was a lot of fun last year, as I'm sure those of us who were there will testify. Our goal is to raise some extra money for the club for the purchase of equipment and also give us a little added cushion in our "budget."

Hope to see you all at the meeting!

Michelle Gross  
President, MilAtari Ltd.



**MilAtari Ltd.**  
 The Milwaukee Area  
 Atari Users Group  
 Post Office Box 14038  
 West Allis, WI 53214

Memberships in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club secretary at the above address.

**MilAtari Ltd. Officers**

President	Michelle Gross	628-4435
VP-8 bit	Bruce Rahlf	483-0464
VP-16 bit	Tom Bardenwerper	332-6762
Secretary	Doug Raeburn	255-4342
Treasurer	Dale Phillips	

**MilAtari Ltd. Volunteers**

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Cashier	Ed Newman	628-2556
Kid's Corner	Chuck Dahms	774-8911
Newsletter		
Pub.Relations	Dick Laudenbach	383-5523

**Librarians**

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8-Bit PD Asst.	Larry Reynolds	964-2448
ST PD	Dennis Wilson	546-0282
St PD Asst.	Carl Verbanac	453-3940
ST PD Asst.	Linda Heinrich	421-2376
ST PD Asst.	Bob Bobinger	466-9341
Copyright	Lee Musial	466-9160
Copyrt. Asst.	Dr. Armin Baier	774-1673
Publications	Bruce Rahlf	483-0464

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For information on placing camera ready, pre-paid ads, please write to the Newsletter Editor at the above address. All other inquiries should be addressed to the group secretary.

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**Sneak Preview of the June 24th Meeting**

Have you ever wondered what it would be like to engage in head to head combat in mid air? Well here's your chance to find out. Come and try your hand, if you dare, at a real life simulated dogfight using **FALCON** from **Spectrum HoloByte**, the most talked about flight simulator for the ST. There will be two ST's connected together so you can experience the thrill of victory or the agony of defeat against a fellow member using this exciting new program.

Also look for Lee Musial who will be bringing in his system, with his newly installed **Tweety Board** from **Practical Solutions**. Find out for yourself what a difference this item will make as Lee demonstrates his favorite programs utilizing the sound chips in the ST.

Plan to arrive promptly at noon for this month's meeting! Don't miss it!

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## MilAtari Ltd. By-Laws

# Proposed By-Law Revisions

The following changes to our by-laws have been approved by your board and are now being put before you as per Section IX of our current by-laws. The members present at the July General Meeting will formally vote on these changes and if passed, the present by-laws will be amended to reflect the changes. If you have any questions on these proposed changes that the following explanation does not answer, feel free to call a board member for further explanation or bring any questions to this month's meeting.

## 1) Section II, Article 1-F

**Change to read:** As long as said activities are within the limitations for social club activities within the guidelines of Section 501(C)(7) of the Internal Revenue Code.

## 2) Section XV

**Amend as follows:** In the case of the resignation of an elected board member, other than the President, a vote shall be taken no later than the second regularly scheduled general meeting following the resignation to replace the officer. It is appropriate, under these circumstances, for the Board to make a recommendation to the membership as to the replacement for the position, followed by a vote by a show of hands rather than the normal procedure of nominations and ballots that is followed for the general elections in April as outlined in Section XIII.

**A.** In the interim, the President may appoint a temporary replacement for the position, which must be approved by a 2/3

majority vote of the Executive Board.

**3)** In the case of the resignation of the President, the selected Vice President will be required to assume the duties of the President as directed by Section IV Article 2., until no later than the second regularly scheduled general meeting following the resignation, at which time an election will be held as directed in Section XV, Article 2.

## 3) Section IV, Article 3

**Amend to read:** The Secretary shall keep all official records of MilAtari Ltd., with the exception of those that are the express responsibility of another board member, including, but not limited to; membership database, by-laws and current recorded policies, minutes and attendance, as well as the corrections or alterations of these records as adopted by MilAtari Ltd.

## 4) Section XIV

**Amend to read:** 1. Any member in good standing 18 years of age or older is eligible to run for any office provided they have not served in that office for two consecutive complete terms with the most recent term being the one due to expire.

## 5) Section XIX

**Amend to read:** ... at the time qualify as an exempt organization or organizations under Section 501(c)(7) of the Internal Revenue Service Code of 1954

### Explanation:

**Items 1 and 5** are proposed non-profit status would in fact be 501(c)(7), and not 501(c)(3).

**Item 2** is actually an insertion into our by-laws regarding the replacement of resigning board members. The article itself is only spelling out the way we have been operating in the past. The 3rd article under this section is an addition, however, and it requires the members to actually elect another President in case of his/her resignation, rather than have a Vice President automatically take office for the duration of the term. The executive board feels this way of replacing the President better serves the interests of the members.

**Item 3** is merely a change in the wording of the current article to better define the duties of the Secretary in regards to record keeping.

**Item 4** only inserts the minimum age requirement of 18 to Section XIV, a recommendation by your board. This Section deals with elected officials, and it would not be in our interest to have an officer not of legal age with regards to entering into contracts as our elected representative. We respectfully submit these changes for your approval.

Executive Board  
MilAtari Ltd.



Welcome to the Rebel Alliance, Luke Skywalker. As we're kind of short on fighter pilots for our X-wing fighters right now, we hope that you'll do a small favor for us. There's an Empirical weapon that must be destroyed if the Alliance is to have any chance of defeating the Empire. The dreaded Death Star must be destroyed! It will not be easy for you, Skywalker. (I should say not!) However to be fair, before we send you out on such a dangerous mission, we have acquired a simulator to help you complete your mission.

This simulator was created through the efforts of many Alliance spies who died in the process. It was obtained from an old Earth continent called Europe and was snatched away from the evil Importers who attempted to sell the simulator to the Empire. Unfortunately, Luke, the simulator only works on archaic Atari simulation equipment which I think was once called a personal computer. For this reason, the simulator doesn't have 3D Sensurround as our Atari equipment does today. Unfortunately, this was the only equipment that the Alliance was able to get without arousing the suspicion of the Empire.

Well, anyway, the simulator starts by letting you choose the difficulty of the Empirical troops (Something that isn't possible in actual combat, unfortunately). The more difficult you make the Empirical troops, the more bonus points you will receive. The bonus points are given to show your increasing skill against the Empire. One major disadvantage, however, is that you won't be able to have the controls that will be available to you in the actual X-wing fighter. While this is unfortunate, the main purpose of the simulator is to familiarize yourself with the Force and allow you to let it flow within you. Two alternatives are given to you in the simulator. You can use some kind of funny wired remote control, known as a "mouse" at the time. Also you can use a joystick, crude by today's standards. My suggestion to you is to use the "mouse" as it allows you much more precise sighting than is possible with the joystick.

Once you start the simulation, the Empire's TIE fighters will come in what

## Bob Carpenter

# Star Wars

### Star Wars

**Mfg: Broderbund**

**Suggested Retail: \$34.95**

**Type: ST - Shoot-em Up**

**Overall Rating: Good**

seems like infinite swarms. They, my young Skywalker, will be quite easy to kill. Unfortunately, your nemesis, Darth Vader awaits. While the simulator will give you more points for hitting his ship, you can't kill him. Even if you can't kill him, it is advisable to shoot continuously at him anyway, so he can't shoot his deadly fireballs at you. However, a rumor persists that Vader can be killed as you get more skilled, but do not be over confident. Oh, did I forget to tell you? My age is showing more than I had thought. You must not only shoot down the fighters, but must also shoot the fireballs as well. If you allow either a fireball or a ship to touch your shields, you will lose a shield. When you lose all nine shields, the simulation is finished.

After finishing off the hoards of Empirical troops, you must finish off the Death Star. At first, you go directly to trying to blow up the Death Star. When blowing up the Death Star, you will have to navigate through a trench leading to the exhaust port that will enable you to destroy the Death Star by shooting a fireball down the exhaust port. This is very close to what will be asked of you when the time comes. It will not be easy, Skywalker. If you fail to shoot the fireball down the exhaust port, you will be exhorted to "Use the Force, Luke" and a shield will be taken away for your failure. Also, you must go through the trench again to try again to annihilate the Death Star. This will give you practice for when you must really destroy the Death Star. Unfortunately, then, you will have only one chance. At first, you will have to avoid fireballs that are in the trench. However, as you improve, the trench becomes more and more treacherous by adding catwalks that you

must avoid as well as the ever present fireballs. You will need to have control over the Force to enable yourself to win the simulation and bring victory to the Alliance. But after the first wave, you will be asked to shoot down towers before you will get your chance at the Death Star. You will receive more bonus points if you destroy a certain number of towers. This shows your shooting accuracy and will serve you in good stead, Skywalker. Yes, after every wave, you must destroy the Death Star again. Thankfully, for you, this won't be necessary when you actually blow up the Death Star. Luckily, one time will be sufficient. After you die, you will be placed, if you are good enough, on Princess Leia's Rebel Force list. Due to a quirk in the simulator, only your best score will be saved despite what the instructions might lead you to believe. The other scores only stay in the simulator until it is turned off.

Oh, yes, the packaging. The Alliance had to make the simulator look as innocent as possible to avoid the suspicion of the Empire. As a result, the packaging plays the Alliance victory hymn. However, it plays the hymn so atrociously and the packaging idea so tacky that it was able to escape the attention of the Empire. Do not be fooled by such simple tricks. My feeling, Skywalker, is that the Alliance did a superb job in recreating the full size simulator (better known to the Ancients as an arcade game) in such a small machine.



# ST SIG Update

## JUNE SIGS

### ST Beginners SIG

Questions and answers for newcomers to the Atari ST Computer  
Conducted by: Tom Bardenwerper

### "C" Language Programing SIG

Featuring: Mark Williams "C"  
Conducted by: Jeffrey Davis

Special Interest Groups, or SIG's are classes that are held in separate rooms after the main club meeting. The SIG's are conducted by members and feature a popular topic of interest that the SIG leader is experienced in. This is a place where other less experienced members can learn more about the covered topic, in a semi-formal classroom setting. Questions can be answered and programs are usually demonstrated, their, in the classroom, so you can see how a procedure is done.

These SIG's are free, and all members are welcome and encouraged to attend.

If there is a topic you would like covered, Please let the board of directors know, as we are always working to improve our club and help our members in every way we can.

Tom Bardenwerper  
ST Vice President

# CONTEST!

## \*\*\*\*\* CONTEST ANNOUNCEMENT \*\*\*\*\*

Due to the time I will be expending providing assistance at GENCON in August, my time to compile new disks for introduction at the August meeting (the picnic) will be limited. To surmount this difficulty, I have decided to let all of YOU play librarian for a month. In other words, during August I will add to the library disks which you, the members, make up. Authors of all disks which added to the library will earn a place in history by being mentioned in the newsletter and on the Catalog Disk. Just to make things interesting, I'm going to offer an incentive. The author of the best entry will receive his/her choice of 3 disks from either the Main or Supplementary Library. The following contest rules apply:

1. Decisions of the judges are final (I are they).
2. I reserve the right to reject disks for unsuitability. Some reasons for rejection are:
  - a. Adult material. (e.g. No nude pictures.)
  - b. Unacceptable shareware provisions in a program. (e.g. Shareware contribution REQUIRED before placement of a program in a club library.)
  - c. Copyrighted programs on disk. (i.e. Programs offered for sale by a company.
3. Disks can be either single or double sided, but filled to capacity, or to near capacity, is strongly preferred. This is not an absolute requirement, but will be a factor in judging suitability and best disk.
4. Each entry should be accompanied by a file in either ASCII or Word Writer format describing each program on the disk. I'll edit these files, so writing ability is not crucial, and this will not be a factor in judging best disk. It's just that I need this for the Catalog Disk and my newsletter article.
5. Having a program on your disk which is already in the library will not automatically disqualify the disk, since the disk will be entered as a MEMBER compiled disk, but it will be a factor in judging best disk. Too many duplications, however, may result in disqualification. Hint: Lack of ownership of a Catalog & Library Disk Set will be a serious handicap!
6. Download Crew members cannot enter disks made up of programs they are assigned to download, or which are downloaded by other crew members per assignment by the Download Crew Chief.
7. All entries must be received no later than the July meeting.
8. Best disk will be announced at the picnic. Anyone who sees their disk entered in the library in the August newsletter should consider themselves a finalist!
9. Any other rule I think up and announce at the June meeting. Good Luck!

Speaking of earning a place in history, I would like to thank our ST Vice President, Tom Bardenwerper, for all of his work compiling the MIDI disks being introduced this month, his demoing of the songs on them at the May mee ting, and his writing of the descriptions on the disks. Sorry Tom, these disks were entered before the contest was announced!

— Dennis Wilson  
ST PD Librarian



## SUPPLEMENTARY LIBRARY REVISIONS

Effective this month, all disks in the Supplementary Library have been renumbered. I have converted to a system like that used in the main library, whereby each disk is consecutively numbered as introduced. The numbers given for the disks listed above are current, so disks can be ordered using those numbers. All previous disks, however, have new numbers assigned to them. These disks numbers are listed on the Supplementary Library Catalog & Library Disk which will be available for sale at the June meeting. This disk will be double-sided and will contain descriptions of all of the disks in the library AND a listing of all the files on each disk.

Unlike the other disks in the Supplementary Library, this disk will be available for immediate sale at the meetings. As a reminder, please note that all disks in the Supplementary Library, including the Seeker and the Midi disks being introduced this month, should be ordered by either;

- 1) Placing an order in the Library Lounge on the club BBS.
- 2) Ordering them at a meeting.
- 3) By contacting Linda Heinrich, the Asst PD Librarian for the Supplementary Library, and making other acceptable arrangements.

## ADDITIONS TO SUPPLEMENTARY LIBRARY

### DISKS 013 - 018 Seeker Scripture Searcher Disks (DSE)

The Seeker, a Scripture Searcher Ver 031289\_D: The Seeker is a program for searching a Bible database for a selected word or phrase. Input a word or phrase, and the program quotes the verses in which the phrase is used. You can instruct the program to search a particular book of the Bible, selected books, or all books. The results of the search can be dumped to the printer. The 6 disk set contain in ASCII format the *King James Version* of the Bible.

The Seeker program and its configuration file are contained on each disk for ease of use. Each disk is DSE (80 x 10). We will be selling the 6 disk set for \$20, \$1 off the price of the disks if purchased individually. Those who wish to obtain only the New Testament should buy the last 2 disks in the set. It should be noted that the database can be installed on a hard drive or run from single-sided disks by changing the configuration file.

### Disks 019 - 026 EZ Track Song Disks (DS)

Eight disks filled with from 50 to 75 high quality EZ Track songs. EZ Track is a commercial sequencing program produced by Hybrid Arts, and these are song files created in that format. On each disk there is a player program and documentation, so you do not need to own EZ Track to listen, only to modify the songs.

#### \* NOTE \*

You MUST have a MIDI compatible musical keyboard and amplifier or the like in order to hear these songs. *THEY DO NOT PLAY THROUGH THE MONITOR SPEAKER!*

The types of songs vary dramatically, from contemporary to classical, Monkey's to Joplin, Doors to Bach. Due to the format of the player, they are in no particular order. However, any one disk is sure to have the variety to please anyone!

### Disks 027 - 029 Music Studio Song Disks (DS)

These are 3 disks full of the popular Music Studio format song files. Music Studio is a commercial sequencer/scoring program written especially for the novice or amateur home music buff. Each disk comes with a song player and documentation, so Music Studio is not needed.

However, there is one catch if you want to play the songs through the Music Studio program. Due to the vast amount of song files, it was thought best to place these songs on double sided disks in the Supplementary Library. But Music Studio only reads single sided disks. So, in order to use these song files with MUSIC STUDIO, you MUST move them over to a single sided disk. You also get another benefit from this in that you may then hear the songs through your computer's monitor speaker, thereby eliminating the need for a MIDI keyboard. You must of course own Music Studio first though.

#### \* NOTE \*

If you DO NOT own Music Studio you MUST have a MIDI compatible musical keyboard and amplifier or the like in order to hear these songs. As they are, *THEY DO NOT PLAY THROUGH THE MONITOR SPEAKER*. These songs are again very diverse in style, from themes from Star Wars to Halloween III, Beatles to rag and/or blues.

### DISK 030 MIDI Utility Disk (SS)

DX7PATCH: Yamaha Dx7 Synthesizer Patch Editor/Librarian  
A Basic program to create and edit tone sounds (patches) and save them with this patch editor/librarian. Written in GFA BASIC, an interpreter is included as GFABASRO.PRG and must be run first.

FB01LIB2: A patch (tone) transfer program. Manipulate FB01 synthesizer sound patches to and from the computer and synthesizer. Also compatible with Dr. T's software. Included on this disk are over a dozen patches save as \*.BNK files for use with this program.

LAYER: Plays any Music Studio song file through a MIDI instrument.

\_PLAYER: Allows you to assemble Music Studio song files in any order you want to create a "record album". You may then save or play these albums.

\*\*\*



## Dennis Wilson ST PD Update

- DISK 211 - UTILITY DISK**
- DATABASE:** A database program which is designed to manipulate information organized into records which have a set of common fields, such as a mailing list. It provides for standard and columnar reports. You can sort, search, import, export, and encrypt data. This is a GEM program with drop down menus. A sample file and an extensive documentation file are included. The latter prints out to 10 pages and is indexed.
- QUIKINF:** A program which allows the user to change the desktop window directory search masks.
- QUIKPRT:** Quick Print - An accessory which makes fast screen dumps of text based screens. Ideal for printing out a screen of text from a program doc file.
- QUIKVIEW:** A program for viewing text files. Text files are loaded into buffers and can then be scrolled through by using the up and down arrow keys.
- STWRIT3:** ST Writer Elite Ver 2.3 A public domain word processor with many of the features found in commercial word processors, although it is not a GEM program. It can be run in any of the 3 resolutions, and files can now be saved out in ASCII format. An extensive documentation file (119k) is included.
- WRLD\_CLK:** World Clock A program which tells you the current time in 31 locations around the world.
- DISK 212 & 213 - UTILITY DISKS**
- GL:** Synsoft General Ledger - A general ledger program. Default configuration has 4 accounts (Cash in Bank, Equity, Sales, and Expenses), and 9 sample files are included.
- SHEET20:** Sheet Ver 2.0 - Part I PD Spreadsheet with extensive features. Helps screens available while in the program, and graphing capability is included.

Sheet Ver 2.0 -

**ADVLASER:**

**AMBUSH:**

**DIAMOND:**

**JUMSTER:**

**HANGOPUS:**

**PENGO:**

**RUNNER:**

Also on this disk are 9 sample files used in the tutorial.

Part II This disk contains 19 sample files for the spreadsheet program on the previous disk and the manual for the program. The latter is 231k and prints out to 91 pages.

### DISK 214 - GAME DISK

**Advanced Laser Chess.** A chess-like strategy game for 2 players played on a 15 x 11 board. Based upon the original game, this version is more complex, has more pieces, and demands more thought, foresight, and sneaky tactics. Excellent graphics. A 12k doc file is included.

**Mediterranean Ambush.** A colorful game of battleship. Shown are overhead views of actual ships. Nice sound effects. Can be played against the computer or against another human opponent via modem. Three levels of difficulty when played against the computer.

**A Boulder Dash-like arcade game with 25 levels.** Monochrome only.

**A Q-Bert like arcade game.** Played using the keyboard. Play against the computer or another player.

### DISK 215 - GAME DISK

**A colorful game of hangman with a cartoon character, Opus, to cheer you on.** It is GEM based and features a word editor that allows you to create your own word files to be used in the game. Two sample word files are included.

**A PD version of the arcade game "Pengo".** If you enjoy fast action, excellent color and graphics, then this game is for you!

**A PD version of the 8-bit arcade classic "Lode Runner".** It requires all the arcade skills and strategy necessary in playing the original. An editor is included for making your own screens. Monochrome only.

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